

IN THE CLAIMS:

Kindly amend claim 1 as follows:

1. (Once Amended) A gaming system comprising:

at least one gaming device configured to accept newprom awards;

a newprom interpreter operably disposed within said at least one gaming device;

a server electronically operably connected to said at least one gaming device; and,

a newprom generator operably disposed within said server, where said newprom generator is configured with [the seven standard] elements comprising a game play enhancement element, an award level enhancement element, a location restriction element, a trigger event element, a distribution element, a time restriction element, and a gaming device restriction element, each with defined sets corresponding to the needs of a newprom award issuer, [;] and [,]

where said newprom generator issues at least one newprom award operably usable by said newprom interpreter.

Kindly add claims 2 through 152 as follows:

2. A game device configured to allow at least one player to play at least one game, comprising:

a newprom interpreter operably disposed within said game device and in communication with said at least one game, further configured to set newprom enhancements in said at least one game;

a game device input device in operable communication with said newprom interpreter, configured to receive newprom data; and,

a game device output device in operable communication with said newprom interpreter, configured to output newprom data.

3. The game device of claim 2 where said game device input device is configured to receive NIs.

4. The game device of claim 2 where said game device input device is configured to receive GBIs.

5. The game device of claim 2 where said game device input device

is configured to receive electronic newprom data.

6. The game device of claim 2 where said game device input device is configured to receive newprom data from a network.

7. The game device of claim 2 where said game device input device is configured to receive a player ID and further configured to receive any retrievable newprom data from a database, where said newprom data is correlated with said player ID.

8. The game device of claim 2 where said game device input device is configured to receive retrievable newprom data from a database, where said retrievable newprom data is not correlated with a player ID.

9. The game device of claim 2 where said newprom interpreter is configured to set each of said at least one game in accordance with newprom data received from said game device input device.

10. The game device of claim 2 where said newprom interpreter is configured to send newprom data correlated with at least one of said at least one

game to said game device output device.

11. The game device of claim 2 where said game device output device is configured to issue NIs receivable by a player.

12. The game device of claim 2 where said game device output device is configured to issue GBIs receivable by a player.

13. The game device of claim 12 where said game device output device is further configured to issue GBIs having thereon newprom data from one of: a plurality of games; a plurality of game states and newprom enhancements; or, a plurality of games and a plurality of game states and newprom enhancements.

14. The game device of claim 2 where said game device output device is configured to output electronic newprom data.

15. The game device of claim 2 where said game device output device is configured to output newprom data over a network.

16. The game device of claim 2 where said game device output

device is configured to output newprom data to a database, where said newprom data is correlated with a player ID.

17. The game device of claim 2 where said game device output device is configured to output newprom data to a database, where said newprom data is not correlated with a player ID.

18. The game device of claim 2 where said game device input device and said game device output device are implemented in the same physical device, and further where output of said game device output device may include the return of previously received input.

19. A GBI service station comprising:

a newprom interpreter operably disposed within said GBI service station;

at least one GBI service station display visible to a user operably disposed within said GBI service station and in communication with said newprom interpreter;

at least one GBI service station input device operably disposed within said GBI service station, and in communication with said newprom

interpreter; and,

at least one GBI service station output device operably disposed within said GBI service station and in communication with said newprom interpreter.

20. The GBI service station of claim 19 where at least one of said at least one GBI service station input device is configured to receive NIs.

21. The GBI service station of claim 19 where at least one of said at least one GBI service station input device is configured to receive GBIs.

22. The GBI service station of claim 19 where at least one of said at least one GBI service station input device is configured to receive electronic newprom data.

23. The GBI service station of claim 19 where at least one of said at least one GBI service station input device is configured to receive newprom data over a network.

24. The GBI service station of claim 19 where at least one of said at least one GBI service station input device is configured to receive a player ID and further configured to receive any retrievable newprom data from a database, where said newprom data is correlated with said player ID.

25. The GBI service station of claim 19 where at least one of said at least one GBI service station input device is configured to receive retrievable newprom data from a database.

26. The GBI service station of claim 19 where at least one of said at least one GBI service station output device is configured to issue NIs.

27. The GBI service station of claim 19 where at least one of said at least one GBI service station output device is configured to issue GBIs.

28. The GBI service station of claim 19 where at least one of said at least one GBI service station output device is configured to issue electronic newprom data.

29. The GBI service station of claim 19 where at least one of said at

least one GBI service station output device is configured to issue newprom data over a network.

30. The GBI service station of claim 19 where at least one of said at least one GBI service station output device is configured to issue electronic data further comprising a request for newprom data associated with a player ID.

31. The GBI service station of claim 19 where at least one of said at least one GBI service station output device is configured to issue electronic data further comprising a request for newprom data.

32. The GBI service station of claim 19 further configured such that said newprom interpreter, upon receiving newprom data at least one of said at least one GBI service station input device, sends a natural language translation of said newprom data to one of: said at least one GBI service station display, allowing said natural language translation to be visible to a player; at least one of said at least one GBI service station output devices, said natural language translation receivable by a player; or, both at least one of said at least GBI service station display visible to a player and at least one of said at least one GBI service station output device receivable by a player.

33. The GBI service station of claim 19 further comprising at least one player input device operably disposed thereon.

34. The GBI service station of claim 33 where said at least one player input device further comprises a touchscreen display.

35. The GBI service station of claim 33 where said newprom interpreter is further configured to consolidate and recombine newprom data received from at least one of said at least one GBI service station input device, in accordance with any input received via said at least one player input device, allowably resulting in reformulated newprom data.

36. The GBI service station of claim 35 where at least one of said at least one GBI service station output device is further configured to issue newprom data, including any reformulated newprom data, in one of: a form receivable by a player; an electronic form receivable by another device; or, in both a form receivable by a player and in an electronic form receivable by another device.

37. The GBI service station of claim 19 where said at least one GBI

service station output device is further configured to issue GBIs having thereon newprom data from one of: a plurality of games; a plurality of game configurations; or, a plurality of games and a plurality of game configurations.

38. The GBI service station of claim 19 where at least one of said at least one GBI service station output device is configured to output newprom data to a database.

39. The GBI service station of claim 19 where at least one of said at least one GBI service station input device and at least one of said at least one GBI service station output device are implemented in the same physical device, and further where output of said game device output device may include the return of previously received input.

40. A prize station comprising:

a newprom interpreter operably disposed within said prize station;

at least one prize station display visible to a user and operably disposed within said prize station and in communication with said newprom interpreter;

at least one prize station input device operably disposed within said prize station and in communication with said newprom interpreter; and,

at least one prize station output device operably disposed within said prize station and in communication with said newprom interpreter.

41. The prize station of claim 40 where at least one of said at least one prize station input device is configured to receive NIs.

42. The prize station of claim 40 where at least one of said at least one prize station input device is configured to receive GBIs.

43. The prize station of claim 40 where at least one of said at least one prize station input device is configured to receive electronic newprom data.

44. The prize station of claim 40 where at least one of said at least one prize station input device is configured to receive newprom data over a network.

45. The prize station of claim 40 where at least one of said at least

one prize station input device is configured to receive a player ID and further configured to receive any retrievable newprom data from a database, where said newprom data is correlated with said player ID.

46. The prize station of claim 40 where at least one of said at least one prize station input device is configured to receive retrievable newprom data from a database.

47. The prize station of claim 40 where at least one of said at least one prize station output device is configured to issue NIs.

48. The prize station of claim 40 where at least one of said at least one prize station output device is configured to issue GBIs.

49. The prize station of claim 40 where at least one of said at least one prize station output device is configured to issue electronic newprom data.

50. The prize station of claim 40 where at least one of said at least one prize station output device is configured to issue newprom data over a network.

51. The prize station of claim 40 where at least one of said at least one prize station output device is configured to issue requests for newprom data residing on a database.

52. The prize station of claim 40 where said database request further comprises player ID data, and where said newprom data requested is associated with said player ID data.

53. The prize station of claim 40 further comprising at least one player input device operably disposed thereon.

54. The prize station of claim 53 where said at least one player input device further comprises a touchscreen display.

55. The prize station of claim 53 where said newprom interpreter is further configured to consolidate and recombine newprom data received from at least one of said at least one prize station input device, and further configured to extract any award credit data usable for dispensing prizes contained in said prize station, if any, in accordance with any input received via said at least one player

input device, allowably resulting in reformulated newprom data.

56. The prize station of claim 55 where at least one of said at least one prize station output device is further configured to issue newprom data, including any reformulated newprom data, in one of: a form receivable by a player; an electronic form receivable by another device; or, in both a form receivable by a player and in an electronic form receivable by another device.

57. The prize station of claim 40 where at least one of said at least one prize station input device and at least one of said at least one prize station output device are implemented in the same physical device, and further where output of said prize station output device may include the return of previously received input.

58. A gaming system comprising:

at least one game device configured to allow at least one player to play at least one game, where each of said at least one game device further comprises

a game device newprom interpreter operably disposed within said game device and in communication with said at least one game, configured to

set newprom enhancements in said at least one game,

a game device input device in operable communication with said newprom interpreter, configured to receive newprom data, and,

a game device output device in operable communication with said newprom interpreter, configured to output newprom data;

at least one GBI service station further comprising

a GBI service station newprom interpreter operably disposed within said GBI service station,

at least one GBI service station display visible to a user operably disposed within said GBI service station and in communication with said newprom interpreter,

at least one GBI service station input device operably disposed within said GBI service station, and in communication with said newprom interpreter, and,

at least one GBI service station output device operably disposed within said GBI service station and in communication with said newprom interpreter; and,

at least one newprom data exchange mechanism between said at least one game device and said at least one GBI service station.

59. The gaming system of claim 58 where at least one of said at least one GBI service stations is operably embedded in an enclosure, said enclosure further containing at least one of said at least one game devices.

60. The gaming system of claim 59 where said GBI service station newprom interpreter and said game device newprom interpreter are embodied in the same newprom interpreter.

61. The gaming system of claim 60 where said at least one GBI service station display and said at least one game device share at least one player-visible display.

62. The gaming system of claim 60 where said game device input device and said at least one GBI service station input device share a physical device, and where said game device output device and said at least one GBI service station output device share a physical device.

63. The gaming system of claim 58 where said at least one newprom data exchange mechanism further comprises information in or on a medium transportable by a person.

64. The gaming system of claim 63 where said transportable medium further comprises at least one of: vouchers; smart cards; magnetic strip cards; optical media devices; magnetic media devices; IR devices; and, low-power RF devices.

65. The gaming system of claim 58 where said at least one gaming device further comprises a plurality of gaming devices, and said at least one newprom data exchange mechanism comprises electronic data exchange between said plurality of gaming devices.

66. The gaming system of claim 58 where said at least one gaming device further comprises a plurality of gaming devices, and said at least one newprom data exchange mechanism comprises a network between said plurality of gaming devices.

67. The gaming system of claim 58 where said at least one newprom data exchange mechanism further comprises a plurality of data exchange mechanisms, said plurality of exchange mechanisms comprising at least one medium transportable by a person and at least one automated exchange

mechanism.

68. The gaming system of claim 67 where said at least one automated exchange mechanism further comprises a network.

69. The gaming system of claim 68 wherein each of said at least one gaming device and each of said at least one GBI service station has at least one of: a newprom data exchange mechanism comprising a network; or, a newprom data exchange mechanism embodied in medium transportable by a person.

70. The gaming system of claim 69 where said network further comprises a server and a database accessible by said server.

71. The gaming system of claim 70 where said server and said database are operably disposed within one of said at least one gaming device.

72. The gaming system of claim 70 where said server and said database are operably disposed within one of said at least one GBI service station.

73. The game device of claim 70 where at least one of said at least one GBI service station having a network newprom data exchange mechanism is configured to receive a player ID and where said GBI newprom interpreter is configured to issue a request for, and receive, any retrievable newprom data from said database, where said retrievable newprom data is correlated with said player ID.

74. The gaming system of claim 70 where at least one of said at least one GBI service station having a network newprom data exchange mechanism is configured to issue requests for newprom data and receive newprom data from said database.

75. The gaming system of claim 58 where said GBI service station further comprises at least one user input device operably disposed therein, and where said newprom interpreter is in communication with said at least one user input device.

76. The gaming system of claim 75 where said at least one player input device further comprises a touchscreen operably disposed within said at least one GBI service station display.

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77. The gaming system of claim 75 where said GBI service station is further configured to consolidate and recombine one of newprom data, savable game state data, or both newprom and savable game state data, received from at least one of said at least one GBI service station input device, in accordance with any input received via said at least one player input device, allowably resulting in reformulated data.

78. The gaming system of claim 77 where said GBI service station is further configured to output from at least one of said at least one GBI service station output device one of newprom data, savable game state data, or both newprom and savable game state data, in accordance with said reformulated data.

79. The gaming system of claim 78 where said reformulated data is issued using at least one of said at least one GBI service station output device configured to issue at least one GBI retrievable by a player, said GBI having said reformulated data thereon.

80. The gaming system of claim 75 where said GBI service station is further configured such that said GBI service station newprom interpreter, upon

receiving player ID data from at least one of said at least one GBI service station input device, sends a natural language translation of any newprom data associated with said player ID data, including newprom data on said database, to one of: said at least one GBI service station display, allowing said natural language translation to be visible to a user; at least one of said at least one GBI service station output devices, said natural language translation receivable by a user; or, both at least one of said at least GBI service station display visible to a user and at least one of said at least one GBI service station output device receivable by a user, in accordance with any input from said at least one user input device.

81. The gaming system of claim 58 where at least one of said at least one game device further comprises at least one game based on one of: chance, fixed-pool, skill, non-skill, combination of skill and chance, or combination of skill and fixed-pool.

82. The gaming system of claim 58 where at least one of said at least one gaming device further comprises at least one game further comprising a primary game and a secondary game, where said primary game is based on one of chance or a fixed pool, and said secondary game is invoked by the occurrence of at least one predetermined event in said primary game.

83. A gaming system comprising:

at least one game device configured to allow at least one player to play at least one game, where said at least one game device further comprises

a game device newprom interpreter operably disposed within said game device and in communication with said at least one game, configured to set newprom enhancements in said at least one game;

a game device input device in operable communication with said newprom interpreter, configured to receive newprom data, and,

a game device output device in operable communication with said newprom interpreter, configured to output newprom data;

at least one GBI service station further comprising

a GBI service station newprom interpreter operably disposed within said GBI service station,

a GBI service station display visible operably disposed within said GBI service station and in communication with said newprom interpreter,

at least one GBI service station input device operably disposed within said GBI service station, and in communication with said newprom interpreter, and,

at least one GBI service station output device operably disposed within said GBI service station and in communication with said

newprom interpreter;

at least one prize station further comprising

a prize station newprom interpreter operably disposed within said prize station,

at least one prize station display visible to a user and operably disposed within said prize station and in communication with said newprom interpreter,

at least one prize station input device operably disposed within said prize station and in communication with said newprom interpreter, and,

at least one prize station output device operably disposed within said prize station and in communication with said newprom interpreter; and,

at least one newprom data exchange mechanism between said at least one game device, said at least one prize station, and said at least one GBI service station.

84. The gaming system of claim 83 where at least one of said at least one GBI service station is operably embedded in an enclosure, said enclosure further containing at least one of said at least one prize station.

85. The gaming system of claim 84 where said at least one GBI service station display and said at least one prize station share at least one player-visible display.

86. The gaming system of claim 84 where said at least one prize station input device and said at least one GBI service station input device share a physical device, and where said at least one prize station output device and said at least one GBI service station output device share a physical device.

87. The gaming system of claim 84 where said GBI service station newprom interpreter and said prize station newprom interpreter are embodied in the same newprom interpreter.

88. The gaming system of claim 83 where said at least one newprom data exchange mechanism further comprises information in or on a medium transportable by a person.

89. The gaming system of claim 88 where said transportable

medium further comprises at least one of: vouchers; smart cards; magnetic strip cards; optical media devices; magnetic media devices; IR devices; and, low-power RF devices.

90. The gaming system of claim 83 where said at least one newprom data exchange mechanism further comprises a plurality of data exchange mechanisms, said plurality of exchange mechanisms comprising at least one medium transportable by a person and at least one automated exchange mechanism.

91. The gaming system of claim 90 where said at least one automated exchange mechanism further comprises a network.

92. The gaming system of claim 91 wherein each of said at least one gaming device, each of said at least one prize station, and each of said at least one GBI service station has at least one of: a newprom data exchange mechanism comprising a network; or, a newprom data exchange mechanism embodied in medium transportable by a person.

93. The gaming system of claim 92 where said network further

comprises a server and a database accessible by said server.

94. The gaming system of claim 93 where said server and said database are operably disposed within one of said at least one gaming device.

95. The gaming system of claim 93 where said server and said database are operably disposed within one of said at least one GBI service station.

96. The gaming system of claim 93 where said server and said database are operably disposed within one of said at least one prize station.

97. The gaming system of claim 93 where at least one of said at least one prize station having a network newprom data exchange mechanism is configured to receive a player ID and where said prize station newprom interpreter is configured to issue a request for, and receive, any retrievable newprom data from said database, where said retrievable newprom data is correlated with said player ID.

98. The gaming system of claim 93 where at least one of said at least one prize station having a network newprom data exchange mechanism is

configured to issue requests for newprom data and receive newprom data from said database.

99. The gaming system of claim 83 where said prize station further comprises at least one user input device operably disposed therein, and where said newprom interpreter is in communication with said at least one user input device.

100. The gaming system of claim 99 where said at least one player input device further comprises a touchscreen operably disposed within said at least one prize station display.

101. The gaming system of claim 99 where said prize station is further configured to consolidate and recombine one of newprom data, savable game state data, or both newprom and savable game state data, received from at least one of said at least one prize station input device, in accordance with any input received via said at least one player input device, allowably resulting in reformulated award credit data.

102. The gaming system of claim 101 where said prize station is further configured to issue prizes in accordance with said reformulated award

credit data, and further configured to issue from at least one of said at least one prize station output device one of newprom data, savable game state data, or both newprom and savable game state data, in accordance with said reformulated award credit data.

103. The gaming system of claim 102 where said reformulated data is issued as a GBI receivable by a user.

104. The gaming system of claim 99 further configured such that said prize station newprom interpreter, upon receiving player ID data from at least one of said at least one prize station input device, sends a natural language translation of any award credit data associated with said player ID data, including award credit data on said database, to one of: said at least one prize station display, allowing said natural language translation to be visible to a user; at least one of said at least one prize station output devices, said natural language translation receivable by a user; or, both at least one of said at least one prize station display visible to a user and at least one of said at least one prize station output device receivable by a user, in accordance with any input from said at least one user input device.

105. The gaming system of claim 83 where at least one of said at least one game device further comprises at least one game based on one of: chance, fixed-pool, skill, non-skill, combination of skill and chance, or combination of skill and fixed-pool.

106. The gaming system of claim 83 where at least one of said at least one gaming device further comprises at least one game further comprising a primary game and a secondary game, where said primary game is based on one of chance or a fixed pool, and said secondary game is invoked by the occurrence of at least one predetermined event in said primary game.

107. A newprom award comprising at least one of:

a time-based restriction, further comprising a plurality of time-based increments where at least one value associated with said newprom award changes upon the occurrence of at least two of said plurality of time-based increments;

a device restriction, further comprising a set of specified devices where said set of specified devices is a proper subset of all devices on which a value associated with said newprom award would otherwise be useable; and,

a play enhancement comprising at least one indicator associated with said newprom award, where said at least one indicator associated with said

newprom award is one of a set of indicators, where said set of indicators contains at least one indicator therein and where each of said indicators in said set of indicators is configured to be used in at least one game and which will invoke at least one of an enhanced award level, an enhanced game play, or a new game, where said enhanced award level, said enhanced game play, and said new game are not invokable by a user without an applicable indicator from said set of indicators.

108. The newprom award of claim 107 where said plurality of time-based increments comprises two time-based increments, and where said at least one value becomes a zero value after the occurrence of the second time-based increment.

109. The newprom award of claim 107 where said plurality of time-based increments is measured in one of: seconds, minutes, hours, days, months, or years.

110. The newprom award of claim 107 where said plurality of time-based increments is measured in any combination of seconds, minutes, hours, days, months, and years.

111. The newprom award of claim 107 where said set of specified devices is a set comprising game devices from a single manufacturer.

112. The newprom award of claim 107 where said set of specified devices is a set comprising game devices from a single designer.

113. The newprom award of claim 107 where said set of specified devices is a set comprising all games devices embodying the same game.

114. The newprom award of claim 107 where said enhanced award level comprises a multiplier applied to any non-enhanced award, when said non-enhanced award is awarded to a player during game play.

115. The newprom award of claim 107 where said enhanced award level comprises an adder applied to any non-enhanced award, when said non-enhanced award is awarded to a player during game play.

116. The newprom award of claim 107 where said enhanced award

level comprises a jackpot, awardable when a non-enhanced award is awarded to a player during game play.

117. The newprom award of claim 107 where said enhanced game play comprises a set of game moves available to a player during game play, said set of game moves being a different set of game moves than the game moves available to a player in non-enhanced game play.

118. The newprom award of claim 117 where said different set of game moves further comprises an additional set of game moves available during enhanced game play, where said additional set of game moves may be used in addition to a standard set of game moves, said standard set of game moves available during non-enhanced game play.

119. The newprom award of claim 107 where said enhanced game play comprises an enhanced set of indicia visible to a player during game play, said enhanced set of indicia having at least one indicia visible to a player that is visibly differentiable compared to any set of indicia visible to a player during non-enhanced game play.

120. The newprom award of claim 119 where said different set of game indicia further comprises at least one additional visible game indicia available during enhanced game play, where said at least one additional visible game indicia is in addition to a standard set of game indicia, said standard set of game indicia being the set of game indicia visible to a player during non-enhanced game play.

121. The newprom award of claim 107 where said new game comprises a secondary game, invoked only upon the occurrence of at least one designated event in a primary game and upon the presence of at least one specified indicator from said set of indicators, where said newprom comprises at least one of said at least one specified indicator.

122. The newprom award of claim 107 where said new game comprises an alternative secondary game, invoked only upon the occurrence of a standard secondary game and upon the presence of at least one specified indicator from said set of indicators, where said newprom comprises at least one of said at least one specified indicator.

123. The newprom award of claim 107 where said new game

comprises an alternative primary game, invoked only upon the presence of at least one specified indicator from said set of indicators, where said newprom comprises at least one of said at least one specified indicator.

124. The newprom award of claim 107 where said new game comprises an n^{th} -level game, where n is at least 3, invoked only upon the occurrence of at least one designated event in a $(1-n^{\text{th}})$ -level game and upon the presence of at least one specified indicator from said set of indicators, where said newprom comprises at least one of said at least one specified indicator.

125. The newprom award of claim 107 where said new game comprises a an n^{th} -level game, where n is at least 3, invoked upon the presence of at least one specified indicator from said set of indicators, where said newprom comprises at least one of said at least one specified indicator.

126. The newprom award of claim 107 where said new game comprises a selection indicator configured to allow a player to choose one of a plurality of games, and further configured to allow play of a chosen game, said selection indicator and said chosen game invokable upon the presence of at least one specified indicator from said set of indicators, where said newprom comprises

at least one of said at least one specified indicator.

127. A newprom award comprising indicia corresponding to a set of elements further comprising a first set of elements, each element in said first set of elements further comprising a set of states, where said set of states further comprise at least one state indicating no restrictions and at least one state indicating restrictions, and where said states are configured such that at least one state in at least one element indicating restrictions is always selected, where said first set of elements comprises:

a time restriction element; and,

a gaming device restriction element.

128. The newprom award of claim 127 where said indicia further corresponds to said time restriction element, further including a state indicating a decrementing of at least one value associated with said newprom award, said decrementing of at least one value spanning at least two defined time intervals.

129. The newprom award of claim 127 where said indicia further corresponds to said gaming device restriction element further including a state indicating at least one value associated with said newprom award is only usable

for a specified subset of gaming devices available, said specified subset of gaming devices being a proper subset of gaming devices otherwise available.

130. The newprom award of claim 127 where said indicia further corresponds to said first set of elements where each element in said first set of elements further comprises additional configurable states, said additional configurable states configurable by an authorized entity, said configurations including adding, deleting, and modifying states in any of said elements

131. The newprom award of claim 127 where said indicia further corresponds to at least one element from a second set of elements, and where each element in said second set of elements has at least one state designated as a null state, indicating this element is not used when determining newprom award issuance, restrictions, or enhancements, said second set of elements comprising:

- a game play enhancement element;
- an award level enhancement element;
- a location restriction element;
- a trigger event element; and,
- a distribution element.

132. The newprom award of claim 131 where said indicia further corresponds to a set of elements comprising one element from each of said first set of elements and one element from each of said second set of elements.

133. The newprom award of claim 132 where said indicia further corresponds to said set of elements where each element in said second set of elements further comprises configurable states, said configurable states configurable by an authorized entity, said configurations including adding, deleting, and modifying states in any of said elements

134. A method for using newprom awards on a game device, said game device configured to receive GBIs containing newprom award data thereon, said method comprising:

associating game device configurations with newprom data on at least one GBI;

configuring said game device in accordance with said newprom data;
and,

allowing play of said configured game device.

135. A method for using newprom data on a game device, said

game device configured to receive an electronic signal comprising newprom data, said method comprising:

associating game device configurations with said newprom data;

changing game device configuration in accordance with said newprom data; and,

allowing play of said configured game device.

136. The method of 135 further comprising:

identifying a player;

associating said player with newprom data; and,

receiving electronic newprom data associated with said player at said gaming device.

137. A method for retrieving and using newprom data on a game device, said game device configured to accept at least one GBI having thereon newprom data, said method comprising:

decoding newprom data on said GBI;

associating a game configuration with said decoded newprom data; and,

configuring said game device in accordance with said decoded newprom data.

138. A method for retrieving and using newprom data on a game device, said game device configured to accept an electronic signal having newprom data therein, said method comprising:

accepting player ID;

receiving electronic data further comprising newprom data associated with said player ID;

decoding newprom data in said electronic signal;

associating at least one game configuration with said decoded savable game state data; and,

configuring said game device in accordance with said at least one configuration.

139. A method of using newprom data by a player in a device, the device configured to accept input and issue output containing newprom data, the method comprising:

accepting input originating from said player, said input containing newprom data;

processing said newprom data in accordance with said device; and,
issuing output, if any, in accordance with said processing by said
device.

140. The method of claim 139 where said input originating from
said player comprises a GBI, and said issued output is a GBI receivable by said
player.

141. The method of claim 140 where said input originating from
said player is a player ID, the method further comprising:

accepting said player ID;

retrieving newprom data associated with said player ID in an
electronic form; and,

issuing output in an electronic form, containing therein newprom
data configured to be associated with said player ID.

142. The method of claim 141 where said device is a game device,
and said processing further comprises:

associating a game configuration with said newprom data;

configuring said game device in accordance with said configuration associated with said newprom data;

allowing a player to play said configured game device, allowing said game device event and configuration to change in accordance with said play, if any;

associating newprom data with a current game device event and configuration; and,

issuing newprom data in accordance with said current game device configuration.

143. The method of claim 139 where said device is a GBI service station, said processing further comprises:

accepting any newprom data; and,

presenting a natural language translation of said newprom data in a manner viewable by a player.

144. The method of claim 139 where said device is a GBI service station, said processing further comprising:

accepting all newprom data presented to said GBI service station;

reconfiguring said newprom data accordance with any input from a player;

reconfiguring said newprom data in a default manner if there is no input from a player;

issuing said reconfigured newprom data in a manner chosen by a player; and,

issuing said reconfigured newprom data in a default manner if there is no input from a player.

145. The method of claim 139 where said device is a prize station, said processing further comprising:

accepting newprom data presented at said prize station;

extracting award credit data from said newprom data, if any;

associating any award credit data with prize selections, if any;

using any input from a player to make a choice between available associated prize selections, if any;

awarding said chosen prize selections to said player, if any;

reconfiguring said newprom data in accordance with issued prizes, if any;

reconfiguring said newprom data in accordance with any applicable information contained within said newprom data, if any;

reconfiguring said newprom data in accordance with any applicable information residing within said prize station, if any;

issuing said reconfigured newprom data in a manner chosen by a player, if any;

issuing said reconfigured newprom data in a default manner if there is no input from a player, if any; and,

issuing newprom data equivalent to said accepted newprom data if there is no reconfigured newprom data.

146. The method of claim 139 where said device is an interactive entertainment device, and said processing further comprises:

associating an interactive entertainment device configuration with said newprom data;

configuring said interactive entertainment device in accordance with said configuration associated with said newprom data; and,

allowing a player to interact with said configured interactive entertainment device.

147. A method for generating newprom element states, the element states for use in generating and using newprom awards, the method comprising:

(a) identifying a list of elements such that said list embodies the properties to be used in issuing and using newprom awards, and such that each element is assigned its own primary property;

(b) choosing a first element;

(c) establishing a set of states for said chosen element, where said set of states enables the assigned primary property of said element to be used in the breadth and granularity needed for said property, and where each state is defined to allow algorithmic determination of the state's status when used in an embodiment;

(d) assigning said established states to said element;

(e) choosing a next element, if there is one;

(f) continuing with step (c) if a next element was chosen, or finishing if all the identified elements contain the states needed for the targeted use of the newprom awards.

148. The method of claim 147 where said identified list of elements comprises at least one of:

a game play enhancement element;

an award level enhancement element;
a location restriction element;
a trigger event element;
a distribution element;
a time restriction element; and,
a gaming device restriction element.

149. The method of claim 147 where said identified list of elements comprises:

a game play enhancement element;
an award level enhancement element;
a location restriction element;
a trigger event element;
a distribution element;
a time restriction element; and,
a gaming device restriction element.

150. The method of claim 147 where each of said identified

elements contains at least one state indicating a null or any state, such that if used, the element does not determine the algorithmic outcome of a state analysis used in determining newprom award applicability or newprom award issuance.

151. A method of using element states for evaluating the applicability of newprom awards, the method comprising:

(a) receiving a newprom award having one of, newprom data thereon, or, ID data correlating to retrievable newprom data;

(b) extracting newprom data from one of, newprom data contained on said newprom award, or, from said retrieved newprom data, or, from both sources;

(c) arranging said newprom data by elements and states;

(d) establishing a set of characterizing states for the proposed use, including but not limited to applicable data such as present location, gaming device, game type, game manufacturer, game designer, current date and time of day, prize type and location, and, enhanced game configurations available;

(e) comparing the set of states available from said newprom data with the set of states and information found related to the proposed use;

(f) using the results of said comparison to determine the applicability, range of applicability, and extent of applicability of the received

newprom award to the proposed use;

(g) enabling an allowed proposed use, if any; and,

(h) returning or issuing a newprom award containing data corresponding to states not used in the last step, if any, in addition to data corresponding to states not applicable or otherwise not used, if any.

152. A method of using element states for the issuing of newprom awards, the method comprising:

(a) having a set of defined states;

(b) receiving information associated with a potentially applicable situation;

(c) characterizing said received information into a set of states;

(d) comparing said set of defined states with said set of characterized states;

(e) issuing a newprom award if there is a specified relationship between said set of defined states and said set of characterizing states;

(f) continuing with step (b) after a specified event occurs or a specified amount of time has passed, if indicated;

(g) finishing, if no further processing is indicated.